

- [Home](#)
- [About the CVR](#)
- [News](#)
- [Members](#)
- [Seminar Series](#)
- [Conference](#)
- [Resources](#)
- [CVR Summer School](#)
- [Research Labs](#)
- [Training at the CVR](#)
- [Partnering with the CVR](#)
- [Contact Us](#)

- Friday, September 3, 2004

A novel 3D HCI for digital content retrieval

A comprehensive practical study has been made into the application of new kinds of perspective representations as applied to the design of a 3d Graphical User Interface. This work aims to produce a new class of super-efficient interface for use on general purpose information retrieval systems. As a first step, we present the results of testing a large scale 3d software program which aims to amplify human perception. (55,000 lines) We compare and contrast a new kind of visualisation technique, moving curvilinear perspectives, against 2D Menu systems for use as an effective retrieval method. This work has drawn on the findings of a variety of theorists from subject areas as diverse as perception, information design, psychology, optics and also the philosophy of thought. To highlight the eclectic nature of 3d design, we demonstrate the synthesised application of ideas from areas such as Gibson's information pickup, iconic memory, Tufte's information confections, visualisation of unconscious associations, and Whitehead's prehension of "actual entities". The described technique has several specific advantages over other methods, in particular in terms of a higher "information flux" and efficiency rating for retrieval of objects linked by subsumptive relationships. It is thought that this technique would have widespread application in areas in which rapid and comprehensive exploration of categorical and/or product taxonomies are required.

Alan Radley
MATT Services